I certify that the program
titled "SPACE SPIDERS" is largly
the product of my own
efforts and is not a copy of
an available program

Signed... Steve Kennedy

STEVE KENNEDY
P.O. BOX 71
GORMLEY ONTARIO
CANADA
LOH 1G0

SPACE SPIDERS (ASTRO-BASIC)

BY: STEVE KENNEDY
    P.O. BOX 71
    GORMLEY ONTARIO CANADA
    LOH 1GO   PHONE: 416-898-4557

```
  1  CLEAR ; NT=1; Q=0; N=1; S=100
  2  PRINT "SPACE SPIDERS"; FOR A=1 TO 5000; NEXT A; CLEAR
  3  CY=40
 10  R=2:F=1;Z=4
 20  IF Q<-10; BC=90; W=BC; X=40; Y=30; D=-6; E=0; S=100;
     R=Q ; GOTO S
 30  IF Q<100; BC=0; W=BC; X=0; Y=90; D=-12; E=2; S=100;
     R=Q ; GOTO S
 40  IF Q<200; BC=203; W=BC; X=0; Y=21; D=-6; E=0; S=100;
     R=Q ; GOTO S
 50  IF Q<300; BC=250; W=BC; X=0; Y=31; D=-6; E=0; S=100;
     R=Q ; GOTO S
 60  IF Q<400; BC=149; W=BC; X=-25; Y=-20; D=-5; E=5; S=100;
     R=Q ; GOTO S
100  BOX X,Y,F,F,1; F=F+1
101  IF X<10; IF X>-10; IF Y<10; IF Y>-10; Q=Q-25; CY=40;
     PRINT Q ; *(5)=0; *(6)=RND(5); GOSUB 2000
105  IF F>15; F=0; CLEAR
110  U=X; V=Y
120  BOX 0,0,3,3,1
130  IF X>0; D=D-1
140  IF X<0; D=D+1
150  IF Y>0; E=E-1
160  IF Y<0; E=E+1
170  X=X+D; Y=Y+E
180  IF JY(1)=1; M=44; GOTO 600
190  IF JY(1)=-1; M=-44; GOTO 600
200  IF JX(1)=1; N=85; GOTO 800
210  IF JX(1)=-1; N=-85; GOTO 800
600  A=KN(1)÷2
610  IF TR(1) LINE A,M,1; LINE 0,0,2; LINE A,M,2;
     LINE 0,0,4; CY=40; Q=Q-1; PRINT Q
615  IF TR(1); IF A#0; IF X#0; IF Y÷X=M÷A ; CLEAR;
     F=0; CY=40; Q=Q+10; PRINT Q; T=1; GOSUB 1000
```

```
616   IF Q>R+100; S=20
617   IF Q<R; S=20
618   IF Q>500; A=0; GOTO 3000
619   IF BC=149; BOX RND(160)-80, RND(80)-40, 1, 1, 1;
      FC=RND(256); GOTTO 100
620   BOX U,V,F,F,2 ; GOTTO S
800   A=KN(1)÷2
810   IF TR(1) LINE N,A,1; LINE 0,0,2; LINE N,A,2;
      LINE 0,0,4; CY=40; Q=Q-1; PRINT Q
815   IF TR(1); IF X#0; IF N#0; IF Y÷X=A÷N; Q=Q+2;
      CY=40; PRINT Q; GOSUB 1000
816   IF Q>R+100; S=20
820   BOX U,V,F,F,2 ; GOTO S
1000  NM=3; NV=15; NT=0; MO=49; VA=15; TA=TA-T
1005  BC=0; FC=7
1006  IF BC=149; T=RND(20); Z=100
1010  IF T<RND(Z) GOTO 1000
1020  TA=TA+10
1030  NT=1
1040  NV=NV-1; VA=VA-1; IF VA=0; ↓; RETURN
1050  BC=W; GOTO 1040
2000  MO=100; VA=15
2010  NM=0; VR=RND(63); VF=RND(4); MO=MO-1
2020  TA=MO
2030  BOX RND(4)-2, RND(4)-2, RND(5), RND(5), 1
2031  IF *(5)=0; *(1)=RND(40)-40; *(2)=RND(40)-40;
      *(3)=RND(10)-10; *(4)=RND(10)-10; *(5)=1
2032  LINE *(1), *(2), 1
2033  IF *(1)>0 *(3)=*(3)-1
2034  IF *(1)<0 *(3)=*(3)+1
2035  IF *(2)>0 *(4)=*(4)-1
2036  IF *(2)<0 *(4)=*(4)+1
2037  *(1)=*(1)+*(3) ; *(2)=*(2)+*(4)
2040  C=C+1; BOX 0, 0, 30, 30, 2; IF C<200; GOTO 2000
```

```
2045    IF *(6)=5 ; GOTO 2000
2050    C=0 ; RETURN
2098    NT=0 ; CY=10 ; PRINT "ALL SECTORS
        & HYPERSPACE ██ LEVELS CLEARED OF
        PHANTOM SPACE SPIDERS
2999    FOR A=1 TO 5000 ; NEXT A ; CLEAR ; A=0
3000    MO=49 ; VA=15 ; VB=15 ; VC=15 ; NM=1 ; NV=15 ;
        TA=0 ; TB=0 ; TC=0
3001    TA=TA+2 ; TB=TB+4 ; TC=TC+8 ; IF TC<500 ;
        GOTO 3001
3030    A=A+5
3040    FC=FC+1 ; IF FC=256 FC=8
3050    LINE 0,43,4
3060    LINE A,0,1
3070    LINE 0,-43,1
3080    IF A<260 ; GOTO 3030
3090    A=0 ; GOTO 2998
```

SPACE SPIDERS IS A MULTI-LEVEL GAME

WHERE THE TRAJECTORIES OF THE TARGET "SPIDERS" CHANGE IN EACH LEVEL. YOU START OFF IN BLACK SPACE WHERE ONLY THE OCCASIONAL SPIDER SHOOTS BY. THE TRIGGER SHOOTS LASERS BUT EACH SHOT COSTS ONE POINT. A HIT REGISTERS 10 POINTS FROM UPPER & LOWER LASERS & 2 POINTS FROM SIDE LASERS. LASERS ARE SELECTED BY JOYSTICK & ANGLES ADJUSTED BY THE KNOB. FOR UPPER & LOWER LASERS JUST PUSH THE JOYSTICK IN THE APPROPRIATE DIRECTION AND RELEASE. SIDE LASERS MUST BE HELD IN POSITION. THIS GIVES YOU FULL 360° AIMING. THERE ARE A FEW SECRETS FOR SUCCESS WHICH MUST BE LEARNED BY TRIAL & ERROR.

SOME HINTS: FOR RAPID FIRE KEEP TRIGGER DEPRESSED, LASERS CAN ACT LIKE TRACTER BEAMS, MULTIPLE HITS ARE SOMETIMES NECESSARY, NEAR MISSES KILL SOME SPIDERS, AND CERTAIN "RESONANT" ANGLES KILL JUST AS WELL AS A DIRECT HIT. YOU MAY ALSO GET A HIT WHILE THE TARGET IS OFF THE SCREEN IF YOU CAN GUESS IT'S TRAJECTORY.

IF YOU DO POORLY AT THE BEGINNING YOU WILL DROP DOWN INTO RED SPACE, & HAVE TO FIGHT YOUR WAY BACK INTO BLACK SPACE & ON UP THROUGH GREEN, BLUE, & YELLOW SPACE.

WARNING: IF YOU ALLOW A SPIDER TO CRASH INTO YOU, YOU ARE CAPTURED & LOSE 25 POINTS. THE SPIDER WILL COMMENCE BUILDING AN ENERGY WEB ABOUT YOU, AND YOU MAY BE TRAPPED FOR ALL ETERNITY WITH THE SCORE THAT YOU ACHIEVED. FORTUNATELY MOST SPIDERS EVENTUALLY BECOME DISATISFIED WITH THEIR WEB & ABANDON IT, ALLOWING YOU TO CONTINUE.

IF YOU REACH YELLOW HYPERSPACE THE SPIDER MOTHERSHIP APPEARS. HIT HER A NET 100 POINTS WORTH AND YOU WILL BE REWARDED.

P.S.

The different hyperspace levels can be seen by substituting the following values for Q in line 1.

Q = -50 red hyperspace
Q = 50 black "
Q = 150 green "
Q = 250 blue "
Q = 350 yellow "

SOMETIMES NECESSARY, NEAR MISSES KILL SOME SPIDERS, AND
CERTAIN "RESONANT" ANGLES KILL JUST AS WELL AS A DIRECT HIT.
YOU MAY ALSO GET A HIT WHILE THE TARGET IS OFF THE SCREEN
IF YOU CAN GUESS IT'S TRAJECTORY.

IF YOU DO POORLY AT THE BEGINNING YOU WILL DROP
DOWN INTO RED SPACE, & HAVE TO FIGHT YOUR WAY BACK INTO
BLACK SPACE & ON UP THROUGH GREEN, BLUE, & YELLOW SPACE.

WARNING: IF YOU ALLOW A SPIDER TO CRASH INTO YOU,
YOU ARE CAPTURED & LOSE 25 POINTS. THE SPIDER WILL
COMMENCE BUILDING AN ENERGY WEB ABOUT YOU, AND YOU MAY
BE TRAPPED FOR ALL ETERNITY WITH THE SCORE THAT YOU
ACHIEVED. FORTUNATELY MOST SPIDERS EVENTUALLY BECOME
DISATISFIED WITH THEIR WEB & ABANDON IT, ALLOWING YOU TO
CONTINUE.

IF YOU REACH YELLOW HYPERSPACE THE SPIDER MOTHERSHIP
APPEARS. HIT HER A NET 100 POINTS WORTH AND YOU
WILL BE REWARDED.

P-S.

The different hyperspace levels can
be seen by substituting the following
values for Q in line 1.

$Q = -50$ red hyperspace

$Q = 50$ black "

$Q = 150$ green "

$Q = 250$ blue "

$Q = 350$ yellow "

$Q = 550$ game termination